

Gear, Weapons, and Magic

Equipping your character is one of the most fun parts of any RPG! But, let's face it, a lot of Gear lists are redundant. Do we really need a bucket *and* a pitcher? Is there really *that* much difference between a spear and a javelin? Nope. Sure, those huge lists are impressive, but in **Alloyed RPG**, we keep it simple. You want to carry water? You get a bucket. You want a long, pokey, weapon thingy? You get a spear. The same goes for Magic. Instead of allowing users to 'talk to frogs and toads (specifically),' why not just allow them to 'communicate with animals (in general)?' When designing Gear, Weapons, and Magic, we wanted every item to be so generally useful and so different from each other that you really have to think about what you choose to carry. With that said...

It's Time to Gear Up! New characters start with a pack and up to ten (10) pieces of Gear that you can carry on your own person. The maximum amount of Gear you may carry at one time is ten (10) pieces. There are no 'bags of holding' or other such storage options in **Alloyed RPG**. If your hands are full (you have 10 pieces of Gear already) and you acquire something new along the way, another piece of Gear must be discarded. You may only carry a maximum of two (2) Weapons (including Staff/Wand) and two (2) pieces of Protective Gear. In **Alloyed RPG**, Magic is treated as Gear and takes up Gear slots (see 'Magic and Mages,' p.13)! You may create your own (DM approved) Gear or use the Gear List for inspiration.



Basic Gear

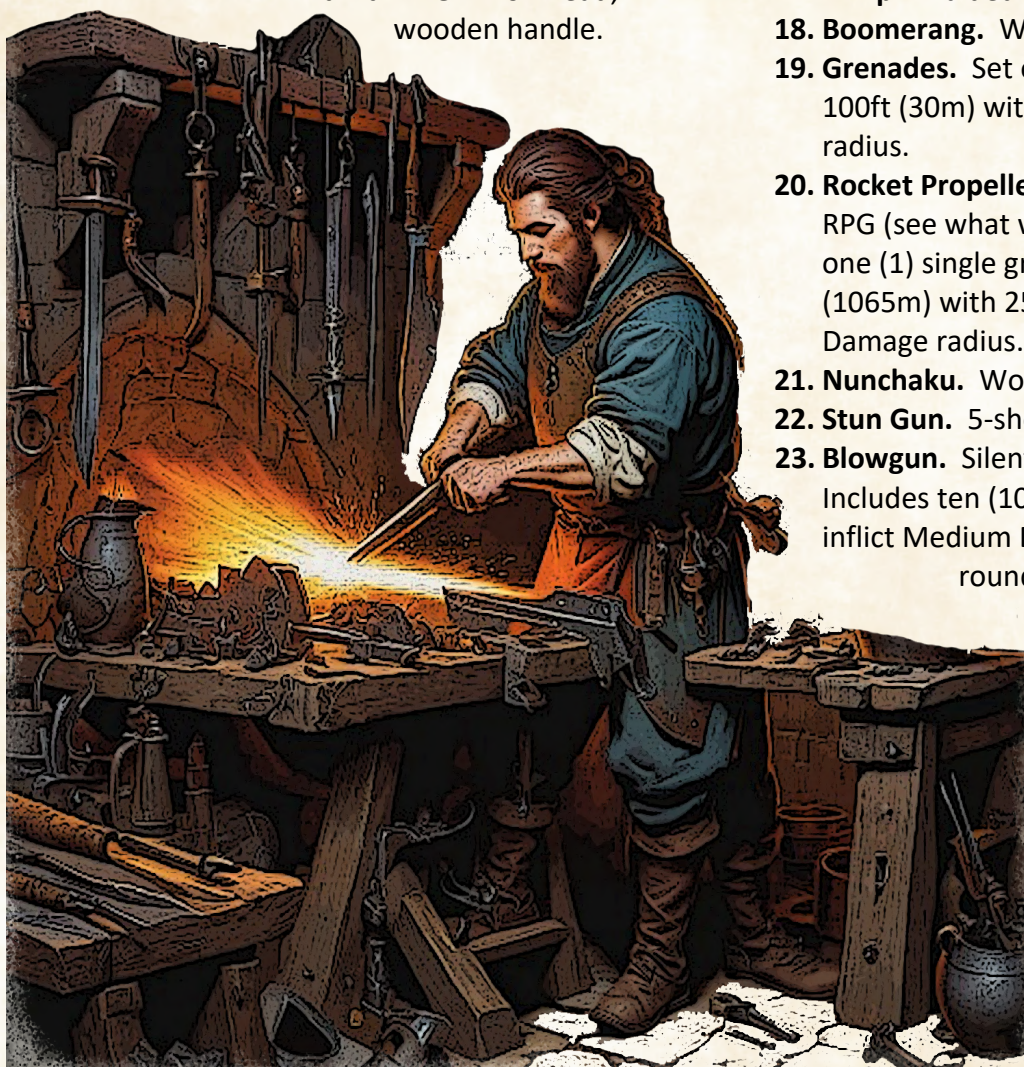
- 1. Rope.** 50ft (15m). Made of hemp. Can be cut into pieces or unwound.
- 2. Fire Starting Kit.** Includes flint and cotton.
- 3. Lantern.** 5-hour burn. Includes extra wick and one (1) oil refill.
- 4. Tarp.** 10ft x 10ft (3m x 3m). Waterproof. Camouflage pattern. Grommets on corners.
- 5. First Aid Kit.** Includes two (2) bandages 6in wide x 6ft long (15cm x 2m), rubbing alcohol, absorbable suture.
- 6. Pick Axe.** Iron head, wooden handle, 10lbs (4.5kg).
- 7. Canteen.** Aluminum. Holds ½-gal (2 liters) of any liquid.
- 8. Fishing Kit.** Includes pole (6ft (15cm)), line (100ft (30m)), two (2) hooks, two (2) lures.
- 9. Hammer.** Iron head, wooden handle, 1lb (0.5kg)
- 10. Crowbar.** Iron. 2ft (0.5m) long, 3lbs (1.5kg)
- 11. Grappling Hook.** Iron. 2lbs (1kg). Hook only, no rope.
- 12. Oxygen Mask.** 5-hour. Filters toxic gases and allows wearer to breath underwater.
- 13. Block and Tackle.** Includes pulley with hook.
- 14. Compass/Magnifying Lens.** Brass case with glass lens.
- 15. Binoculars.** Brass with glass lenses.
- 16. Small Shovel.** Iron head, wooden handle.
- 17. Flares.** 3-minute burn. Includes three (3) flares and three (3) matches.
- 18. Blanket.** 10ft x 10ft (3m x3m). Wool. Camouflage pattern.
- 19. Bucket.** 3-gallon (11 liters). Steel with handle.
- 20. Lockpick/Safe Cracking Set.** Iron. Includes stethoscope.
- 21. Writing Set.** Includes fountain pen, ink, and three (3) parchments.
- 22. Chain.** 10ft (3m). Iron.
- 23. Frying Pan.** 12in (30cm). Cast iron.
- 24. Candles.** 3-hour burn. Includes six (6) candles and six (6) matches.
- 25. Spring Trap.** Steel. For small-to-medium animals.
- 26. Ball Bearings.** Steel. 3/4in (2cm) diameter. Set of 50.
- 27. Net.** 10ft x 10ft (3m x 3m).
- 28. Cutting Torch.** Cuts metal up to 1/2in (1cm) thickness. One time use.
- 29. Tactical Ladder.** Telescoping. 10ft (3m).
- 30. Saw.** For cutting wood and plastics.



Weapons

1. **Magic Staff.** Wood. 5ft (1.5m) long. Holds up to ten (10) Magic.
2. **Magic Wand.** Wood. 18in (45cm) long. Holds up to ten (10) Magic.
3. **Short Sword.** Steel. 2ft (60cm) long. Includes leather side sheath.
4. **Long Sword.** Steel. 4ft (1.2m) long. Two-handed. Includes leather back sheath.
5. **Dagger/Survival Knife.** Steel. 9in (22cm) long. Includes leather sheath.
6. **Battle Axe.** Steel head, wooden handle. Double-sided.

7. **Warhammer.** Iron head, wooden handle.



8. **Bow.** Wood and leather. Includes quiver with 10 arrows.
9. **Crossbow.** Wood and steel. Includes quiver with 10 bolts.
10. **Mace.** Iron head & chain, wood handle.
11. **Spear.** Iron head, wood handle. 5ft (1.5m) long.
12. **Bo Staff.** Wood with steel core. 5ft (1.5m) long.
13. **Throwing Knives.** Steel. 6in (15cm) long. Set of 3.
14. **Musket.** Steel and wood. Includes black powder flask and ten (10) lead shots.
15. **Acid.** Two (2) single-use flasks.
16. **Slingshot.** Wood and leather.
17. **Whip.** Braided leather. 10ft (3m) long.
18. **Boomerang.** Wood.
19. **Grenades.** Set of 3. Can be thrown 100ft (30m) with 25ft (7.5m) damage radius.
20. **Rocket Propelled Grenade.** This alloy RPG (see what we did there :)) shoots one (1) single grenade up to 3500 ft (1065m) with 250ft (75m) Supreme Damage radius.
21. **Nunchaku.** Wood with steel chain.
22. **Stun Gun.** 5-shot. Solar rechargeable.
23. **Blowgun.** Silently shoots 50ft (15m). Includes ten (10) poison darts, each inflict Medium Damage each round for 3 rounds.
24. **Landmines.** Includes 3 mines. 30ft (10m) radius of Heavy Damage when tripped and Supreme Damage to the one who tripped it.
25. **Garrotte.** Leather strap with imbedded glass. 3ft (1m).

Protective Gear

1. **Shield.** Iron and wood with leather straps. 24in (60cm) diameter.
2. **Chainmail Vest.** Steel.
3. **Helmet.** Steel with leather chin strap.
4. **Arm Guards.** Steel with leather straps. Pair.
5. **Breastplate.** Steel with leather straps.
6. **Shin Guards.** Steel with leather straps. Pair.
7. **Gloves.** Leather with steel mesh. Pair.
8. **Holocaust Cloak.** Fireproof. Full-length with hood.
9. **Knee Guards.** Steel with leather straps. Pair.
10. **Elbow Guards.** Steel with leather straps. Pair.

Magic Items

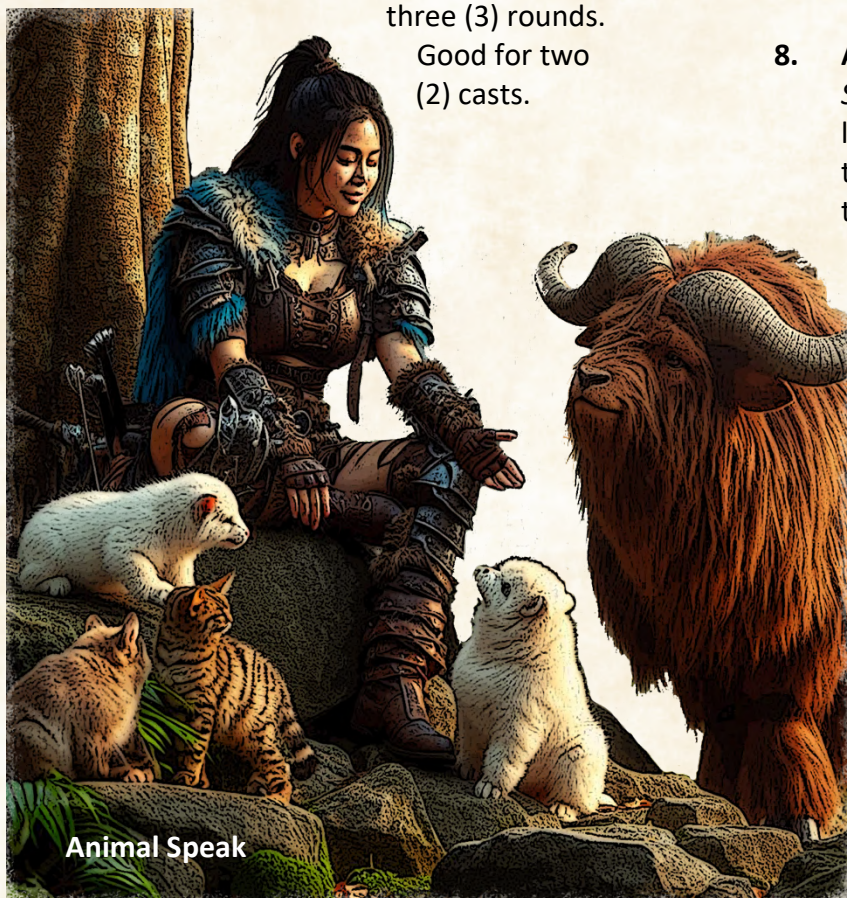
Magic items are typically picked up along the way rather than chosen while gearing up (*and we don't make them take up Gear slots*). We like to use them as intriguing little gifts, often leaning toward the absurd. Some examples:

1. **Wand of Wandering.** A little stick that always points to the best way to go.
2. **Cloak of Cloaking.** A hooded cape that camouflages the wearer in any setting.
3. **Potion of Potions.** A vial that holds up to 5 different potions without mixing.
4. **Shoes of Shooing.** Footwear that wards off vermin and swarming creatures.
5. **Sponge of Absorption.** A tiny sponge that absorbs any body of water in which it is placed, up to the size of a large lake, without ever getting bigger. 1x use.
6. **Mirror of Mirroring.** A pocket mirror that physically duplicates any inanimate object within its reflection. 1x use.
7. **Pick of Picking.** A lock pick that always successfully picks any lock, even if closed by Magic.
8. **Pit of Pitting.** A peach pit that becomes a 10x10 hole/pit wherever it is dropped. 1x use.
9. **Letters of Sending.** A notepad where the papers fly away to their intended recipients. 10x use.
10. **Watch of Watching.** A wristwatch that remains constantly vigilant to warn the wearer of any incoming danger.
11. **Book of Books.** A small book that stores an infinite number of books.
12. **Map of Maps.** A small map that shows the locations of all other maps.
13. **Sketchbook of Creation.** A drawing pad that physically materializes whatever is drawn, *exactly* as drawn. 10x use.
14. **Eyeball of Perception.** A small glass eye that notices small details and hidden objects/clues within its field of vision.
15. **Ring of Reconciliation.** A gold ring, that when taken by an enemy, makes that enemy immediately become your best friend.
16. **Vile of Vileness.** A bottle that when drunk, makes the drinker too repulsive for anyone to look at. 1x use.
17. **Fork of Eating.** A silver fork that makes any small/medium (inanimate) object it touches become edible.
18. **Tie of Tying.** A necktie that creates an indestructible knot that can't be undone except by the tyer.
19. **Beans of Beaning.** 'Sighted in' beans that, when thrown, will always hit their target, regardless of range. 10x use.
20. **Leaves of Leaving.** Small foliage that can extract the user from any conversation without awkwardness or consequence (just wave it and leave).

Magic

Magic with an asterisk (*) denotes a healing effect (*but you may have to get creative to use it that way*).

1. **Absorb.** During combat, any Damage you sustain this round may be dealt to your enemy in your next turn (in addition to the normal Damage you roll). Lasts for one (1) round. Good for two (2) casts.
2. **Adhesion.** One object (living or non-living) cannot be removed from your grasp by anyone other than you. Lasts for three (3) rounds. Good for two (2) casts.
3. **Amnesia.** The subject forgets up to three (3) key memories. Lasts for three (3) rounds. Good for two (2) casts.



Animal Speak

4. **Animal Bond.** One non-hostile creature obeys your commands. Lasts for three (3) rounds. Good for two (2) casts.
5. **Animal Speak.** You can talk with all manner of natural animals (not monsters). Lasts for five (5) rounds. Good for three (3) casts.
6. **Animate.** Inanimate objects of small-to-medium size assemble to create a large golem (Target 10, HP 20) under your control. Lasts for three (3) rounds. Good for one (1) cast.
7. **Appropriation.** You take on one (1) trait, power, or Magic of an enemy. Lasts for three (3) rounds. Good for three (3) casts.
8. **Arcane Rocket** (*Rolls against highest Spirit*). Three (3) incendiary rockets launch at up to three (3) separate targets, dealing Heavy Damage to each target. Good for two (2) casts.
9. **Artifice.** You can create one (1) small, simple (non-mechanical, non-Magic) object that takes up one (1) Gear slot. Good for two (2) casts.
10. **Assemble/Disassemble.** Put together or take apart any mechanical device or system. Good for three (3) casts.
11. **Babylon** (*Rolls against highest Spirit*). Confuses hostile targets' language so they cannot communicate with each other. Lasts three (3) rounds. Good for two (2) casts.

12. **Big Fat Fist.** A giant, disembodied fist punches the target in the face, dealing Supreme Damage. If target HP drops to zero, the target is knocked unconscious for two (2) rounds. After two (2) rounds, target HP is restored to original level prior to cast. Lasts for two (2) rounds. Good for two (2) casts.
13. **Blindness** (*Rolls against highest Spirit*). Causes temporary blindness for up to three (3) enemies. Lasts for two (2) rounds. Good for two (2) casts.
14. **Breathe.** You and your Party can breathe fresh air underwater or amidst poison gas or smoke. Lasts for two (2) rounds. Good for two (2) casts.
15. **Burrow.** Instantly creates an underground den, safe from outside threats. Lasts for two (2) rounds. Good for two (2) casts.
16. **Cage.** Creates a 10ft x 10ft x 10ft (3m x 3m x 3m) cage around anyone or anything. Items can enter but not exit the cage. Lasts for two (2) rounds. Good for three (3) casts.
17. **Charm.** Everyone likes you and becomes more agreeable to your will. Lasts for three (3) rounds. Good for two (2) casts.
18. **Chrono Vision.** Allows you to see (12 hours) into the past, present, and future. Lasts for one (1) round. Good for two (2) casts.
19. **Clone.** Creates a perfect clone of yourself, able to perform any of your character's actions (including Magic). Lasts for one (1) round. Good for two (2) casts.
20. **Control Target.** One (1) target does your bidding. Lasts for two (2) rounds. Good for two (2) casts.
21. **Dark Vision.** You and your Party can see in the dark. Lasts for two (2) rounds. Good for three (3) casts.
22. **Darkness.** Creates pitch blackness in which only you can see. Lasts for two (2) rounds. Good for two (2) casts.
23. **Daylight.** Turns darkness into light. Lasts for two (2) rounds. Good for two (2) casts.
24. **Disarm.** All non-Magic weapons held by hostile targets within 50ft (15m) are permanently vaporized. Good for two (2) casts.



25. **Discernment** (*Rolls against highest Spirit*). You discern all honesty and intentions of all NPCs within sight. Lasts for one (1) round. Good for three (3) casts.
26. **Disguise**. Disguises yourself as someone else. Lasts for two (2) rounds. Good for two (2) casts.
27. **Disintegrate**. Disintegrates one (1) small-to-medium object. Good for three (3) casts.
28. ***Dispossess**. Casts the soul of one (1) creature into the body of another within sight. Good for two (2) casts. (*Can be used as healing Magic if you're clever...and lucky*).
29. ***Draw Life**. One (1) creature you touch takes Heavy Damage and you

gain that many HP, which may be kept by you or transferred to another character within 15ft (5m) of you. Good for two (2) casts.

30. **Edible**. Turn a non-living thing into consumable food. Good for three (3) casts.

31. **Earthquake**. A 500ft x 500ft (150m x 150m) area of ground quakes, damaging structures and causing any creatures on it to function at Disadvantage. Lasts for two (2) rounds. Good for two (2) casts.

32. **Engulf**. Any non-living solid object of your choosing engulfs any other solid object (living or non-living) of your choosing. Lasts for two (2) rounds. Good for two (2) casts.

33. **Enlarge**. Makes one (1) object 10x bigger. Lasts for three (3) rounds. Good for two (2) casts.

34. **Fast Forward**. Advances time by 5 minutes. Good for two (2) casts.

35. **Fire**. Instantly creates fire (*even underwater or in space*) at the end of your Staff or Wand. Lasts for two (2) rounds. Good for three (3) casts.

36. **Fireball**. Cast an exploding fireball up to 30ft (10m) away, dealing Medium Damage to anything within a 10ft (3m) radius. Good for two (2) casts.

37. **Float**. You and one (1) other object or character hover above water, earth, or air. Lasts for two (2) rounds. Good for two (2) casts.



Earthquake

- 38. Fog of War.** Fog rolls in, causing all hostile targets to function at Disadvantage. Lasts for three (3) rounds. Good for two (2) casts.
- 39. Force Field.** An impenetrable forcefield (10ft (3m) radius) surrounds you and anyone within it. Lasts for one (1) round. Good for three (3) casts.
- 40. Freeze.** Anything you touch with your Staff/Wand temporarily turns to ice. Lasts for two (2) rounds. Good for two (2) casts.
- 41. Freeze Magic.** 'Solidifies' any one (1) Magic wielded by another Mage, rendering it useless by that Mage and able to be stolen and/or broken. Good for two (2) casts.
- 42. Guidance.** Adds +5 to an ally's roll for Target. Lasts for three (3) rounds. Good for three (3) casts.
- 43. Hallucination.** Creates a visual disturbance to confuse and distract the target. Lasts for two (2) rounds. Good for two (2) casts.
- 44. *Healing.** Adds +5HP to yourself or one (1) other member of your Party. Target must have at least 1HP prior to cast. Good for three (3) casts.
- 45. Heavy.** One (1) target becomes super heavy. Lasts for two (2) rounds. Good for two (2) casts.
- 46. *Immortality (Temporary).** You are able to drop below zero HP and continue to function as

normal without dying. Once the immediate encounter is finished, you will die unless healed. Lasts for three (3) rounds. Good for two (2) casts.

- 47. Immunity.** You are immune to sickness and poison. Also reverses effects of poison. Lasts for three (3) rounds. Good for two (2) casts.
- 48. Implode.** An object or space up to 1000 cubic feet (30 cubic meters) implodes, leaving no trace and without affecting any other structures. Good for two (2) casts.
- 49. Inception.** You invade and alter a target's dreams to implant a singular obsession into its mind. Permanently inflicts -3 on the target's Mind Ability. Good for two (2) casts.
- 50. Informant.** One non-living object of your choosing becomes your spy, transmitting audiovisual data within a 50ft (15m) radius. Lasts for three (3) rounds. Good for two (2) casts.



- 51. **Insight.** You understand all spoken and written languages, decipher all codes and riddles, and solve all puzzles. Lasts for one (1) round. Good for two (2) casts.
- 52. **Intensify.** Multiplies the Damage of one (1) of your Party's successful Attacks by 1d20. Lasts for one (1) round. Good for three (3) casts.
- 53. **Invisibility.** You are invisible. Lasts for two (2) rounds. Good for three (3) casts.
- 54. **Iron skin.** You only take half Damage in combat. Lasts for three (3) rounds. Good for two (2) casts.

- 55. **Lightning Strike.** You make an Attack against one (1) creature you can see. If successful, deal Heavy Damage, then make a similar Attack against another creature you can see. Continue that chain of Attacks until unsuccessful. Good for two (2) casts.

- 56. **Liquify.** Temporarily turns any small-to-large sized solid object (living or non-living) into a liquid. Lasts for two (2) rounds. Good for two (2) casts.

- 57. **Locate.** Know the exact location of your objective. Good for two (2) casts.

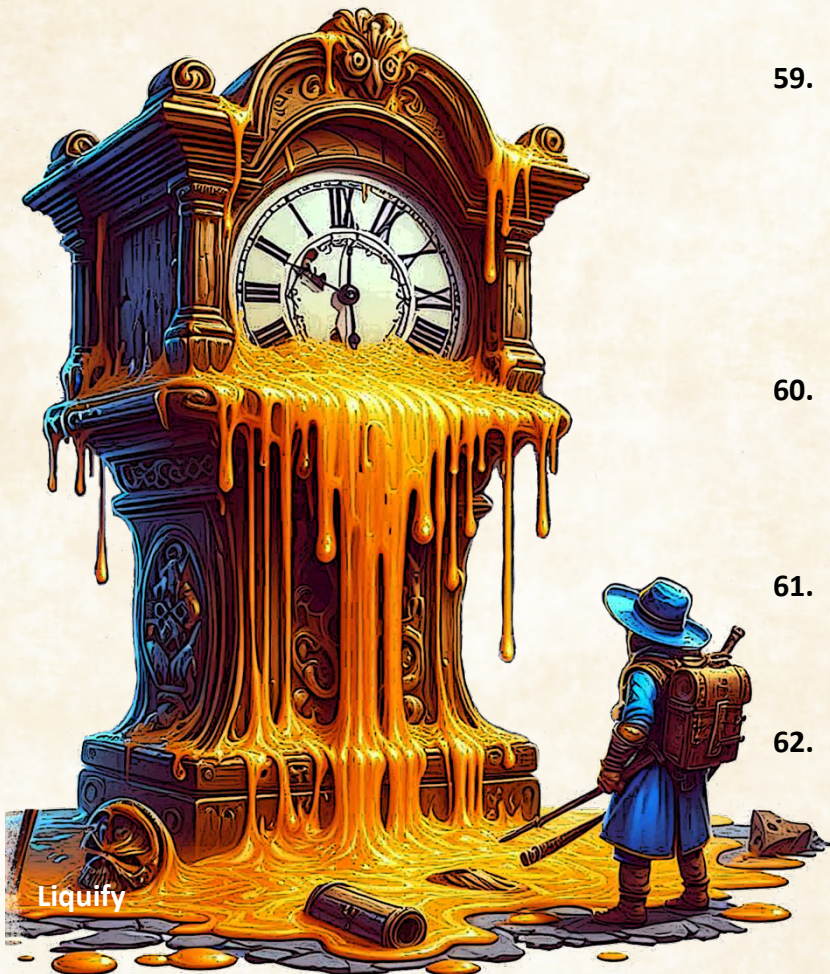
- 58. **Mage Hand.** Control an invisible extension of your own hand up to 50ft (15m) away.

- 59. **Magic Weapon.** Conveys the powers of one (1) of your Magic (*except this one*) to any one (1) weapon carried by another character in the Party. Good for two (2) casts. *No roll is needed to cast Magic Weapon (it is always successful)!*

- 60. **Memory.** When you touch any target, you can see and hear exactly what it saw and heard throughout time. Good for three (3) casts.

- 61. **Move.** Trans-locates any target from one line-of-sight point to another. Good for three (3) casts.

- 62. **Mutate.** Transforms any target smaller than 10 cubic feet (0.25 cubic meters) into any shape of the same or smaller size. Good for two (2) casts.



63. ***Neogenesis.** One (1) living thing becomes a newborn version of itself. Good for three (3) casts.
64. **Open/Close.** Permanently open or close any door or lid. Does not include portals. Good for three (3) casts.
65. **Paralysis.** Completely paralyzes any one (1) target. Lasts for two (2) rounds. Good for two (2) casts.
66. **Part Waters.** You can part any body of water and walk through on dry ground. Lasts for two (2) rounds. Good for two (2) casts.
67. **Pause.** You can freeze time for everyone and everything around you for 1-minute. You are able to move and act freely while all else is stopped. Lasts for one (1) round. Good for two (2) casts.
68. **Phasing.** You are able to pass through solid objects. Lasts for two (2) rounds. Good for two (2) casts.
69. **Plastic.** Your body becomes plastic, able to bend and form with similar elasticity. Lasts for two (2) rounds. Good for two (2) casts.
70. **Poison.** Inflicts Light Damage to the same one (1) target every round for four (4) consecutive rounds. Good for two (2) casts.
71. **Protection.** You gain +5 Defense against Attacks. Lasts for two (2) rounds. Good for three (3) casts.
72. **Pulse (against highest Spirit).** Emits a devastating energy pulse, dealing Heavy Damage to up to three (3) targets simultaneously. Good for two (2) casts.
73. **Reciprocate.** Any wound you sustain in combat is reciprocated immediately on your attacker(s). Lasts for two (2) rounds. Good for two (2) casts.
74. **Repair.** Completely repairs one (1) small-to-medium object. Good for three (3) casts.
75. ***Reset Home.** You and your Party are immediately teleported back to the beginning of the session with HP and Gear restored to their starting values. Anything gained along the session is now lost. Good for two (2) casts.



76. ***Resurrection.** Raises one (1) Party member from the dead (zero HP) by giving them +5HP. Must be cast on your immediate next turn(s) following the death of the Party member. Good for two (2) casts.
77. ***Rewind.** Turns back time by 5 minutes. Good for two (2) casts.
78. **Shadow Killer.** Kills one (1) target simply by touching its shadow. Good for two (2) casts.
79. **Shape Water.** Manipulate and control a body of water into any form. Lasts for two (2) rounds. Good for three (3) casts.
80. **Shield.** Adds +5 Defense to yourself and to three (3) other members of



your Party. Lasts for two (2) rounds. Good for three (3) casts.

81. **Shrink.** Makes one (1) target 10x smaller. Lasts for two (2) rounds. Good for three (3) casts.
82. **Sleep (against highest Spirit).** Makes up to three (3) targets fall completely asleep. Lasts for two (2) rounds. Good for two (2) casts.
83. **Slick.** Makes a surface become super slippery. Lasts for two (2) rounds. Good for two (2) casts.
84. **Solidify.** Temporarily turns any small-to-medium body of liquid into a solid. Lasts for two (2) rounds. Good for two (2) casts.
85. **Stealth.** Silences all motion of you and your Party. Lasts for two (2) rounds. Good for three (3) casts.
86. **Sticky.** Makes a surface become super sticky. Lasts for two (2) rounds. Good for two (2) casts.
87. **Successful Hit.** Guarantees successful hits when cast upon any one (1) non-Magic Weapon. Lasts for two (2) rounds. Good for two (2) casts.
88. **Swarm (Rolls against highest Spirit).** A swarm of 1d20/2 (rounded up) death-dealer hornets attacks all hostile targets within 50ft (15m). Each affected target has a 25% chance of suffering an allergic reaction leading to death at the end of the round (each individual target must roll for percentage). Lasts for one (1) round. Good for two (2) casts.

89. Tase. A bolt of electricity shoots out against three (3) targets for a distance of up to 50ft (15m), dealing Heavy Damage. Any target wearing or holding any metal takes an additional Medium Damage. Good for three (3) casts.

90. Telekinesis. Moves a small-to-medium object with your mind. Good for three (3) casts.

91. Telepathy. You can communicate mind-to-mind with any target. Lasts for two (2) rounds. Good for three (3) casts.

92. Teleport. You can move instantaneously from one line-of-sight point to another. Good for three (3) casts.

93. Turn. One (1) hostile target turns against its own and fights for you. Lasts for three (3) rounds. Good for two (2) casts.

94. Undo Magic. Undoes effects of Magic cast by an enemy. Good for three (3) casts.

95. Ventriloquist. Your voice comes from somewhere or someone else. Lasts for three (3) rounds. Good for three (3) casts.

96. Wall Walker. You are able to walk up walls and upside down on ceilings as if normal. Lasts for two (2) rounds. Good for three (3) casts.

97. Weather. Conjure any one (1) weather phenomenon. Lasts for 3 rounds. Good for two (2) casts.

98. Weightless. One (1) target becomes super light. Lasts for two (2) rounds. Good for three (3) casts.

99. Wormhole. A 10ft (3m) diameter wormhole forms under a target. The target is sucked into the wormhole for 3 rounds, after which it is returned to its original location. Lasts for three (3) rounds. Good for two (2) casts.

100. X-ray Vision. You can see through solid objects. Lasts for three (3) rounds. Good for three (3) casts.

